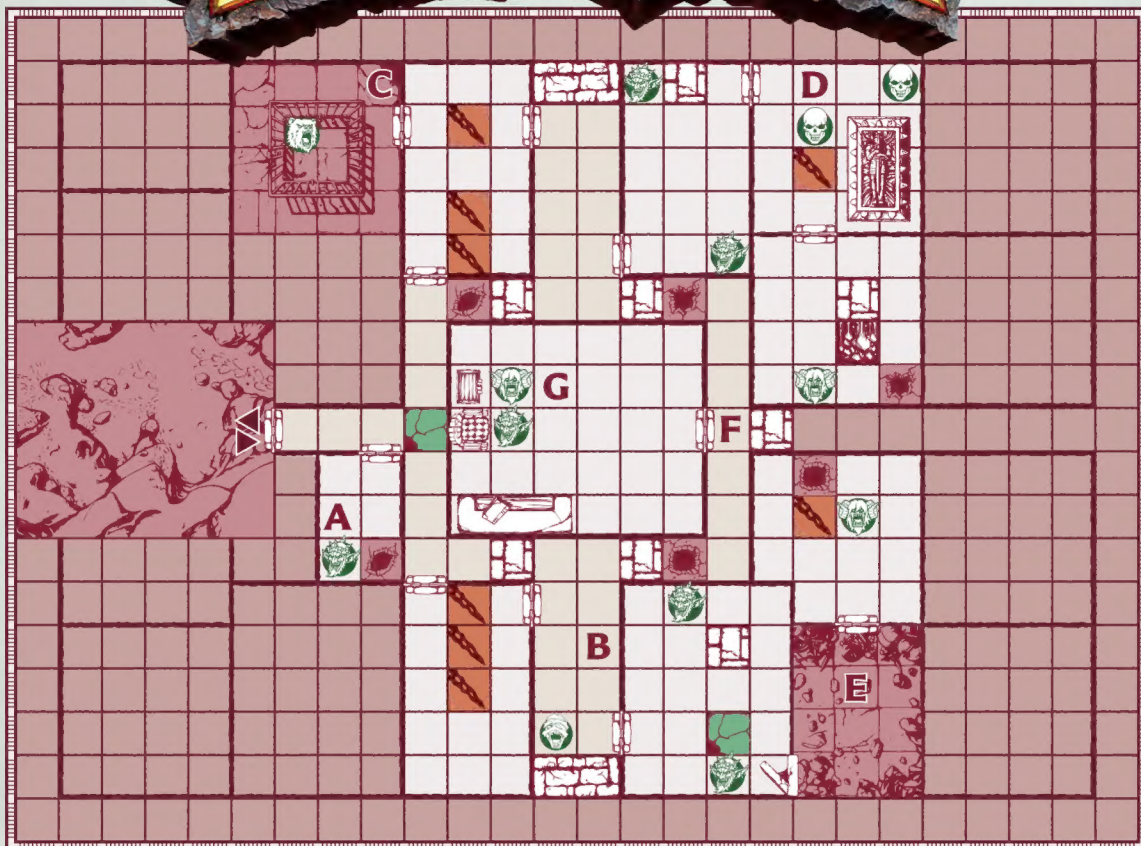


# HEROQUEST



## THE FROZEN HORROR PRELUDE—A SOLO QUEST FOR ANY HERO

### ONLINE QUEST 2 Into the Northlands

"Hero, heed well my words, for your journey north has already been fraught with peril and I sense an arduous ordeal in your future. The pages of Loretoome tell of a frozen labyrinth of ice ahead. The maze protects an artifact of power that promises to be a welcome treasure if you possess the courage to wrest it from Zargon's foul minions within! A dangerous task indeed,

but take heart because you are not alone! Snowdasher, the wolf who has been sharing your food and warmth on these icy days, feels a kinship to you. I sense a keen intellect in that beast, and I believe she will fight by your side in the trial to come as her path mirrors your own."

#### NOTES:



The hero has a wolf animal ally for this solo quest. Use the eye symbol tile in the HeroQuest game system to represent Snowdasher.

Each ice tunnel appearing in this quest only leads to the tunnel of the exact same design.

1



2



3



- A.** An ice gremlin is here picking through the scraps of a long dead explorer.

Searching this room reveals a backpack visible on the ground under the tattered remains. Inside the backpack, the hero finds a useable tool kit (see the armory for this item) as well as 2 potions of healing. Each potion restores up to 4 lost Body Points when consumed.

- B.** A large white wolf here raises its head to the sky and opens its maw, but no sound escapes it. Its body is more bone than fur, and it glares at you from hollow eye sockets lit by a dull purple glow. If Snowdasher is with the hero, she howls with mourning and rage.

- C.** An old polar warbear is trapped in this cage. A lever on the wall here looks as if it would release the beast if it were pulled.

The cage is impassible and blocks line of sight until a lever on the wall is pulled (no action) from the square marked C. The warbear will leave if the hero allows it to pass unharmed. If the hero searches for treasure in this room, they find a longsword (see the armory for this item).



Wandering Monster in this quest: Ice Gremlin



# THE FROZEN HORROR PRELUDE - Into the Northlands

- D. If the hero searches for treasure in this room, a set of bracers with a wolf embossment (see the armory for this item) is found in the tomb as well as a potion of healing that restores up to 4 lost Body Points when consumed.
- E. **This room is littered with junk!**  
Ice Gremlins steal anything they can get their cold hands on. Their booty is all stored in this room. A hero will reclaim any item previously stolen from them in this quest when they enter this room. If the hero searches for treasure in this room they will find: a well-kept polished shell helmet (see the armory for this item), a potion of healing (that restores up to 4 lost Body Points), and 50 gold coins.
- F. **An intense cold emanates from the door here.**
- G. **A massive gremlin sits on a frozen throne. It lifts a battle axe made entirely of ice over its head and signals the yeti to attack.**

Tracksfot Rimebreath knows the Dread spell *Tempest*.

| MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 8        | 3      | 3      | 4    | 4    |

Searching the room, the hero can find 200 gold coins as well as the long-lost artifact called the Armband of Ice. Its use is explained on the matching artifact card (included with the HeroQuest Frozen Horror Quest Pack).

When Tracksfot Rimebreath is defeated, the cold magic that created its throne is dispelled. It melts into water revealing an exit to the entrance of the cave where this quest first began. Replace the throne with an open door.

**Conclusion—As this quest ends, if Snowdasher remains with the hero, she gives them a nod of gratitude before bounding off to another adventure.**



## Playing the Frozen Horror Quest Pack

### Solo Quest — Yetis

Yetis are particularly feared for their dreaded Hug Attack, which incapacitates a hero as the yeti squeezes them to death. In solo quests, we recommend Zargon be content pulverizing their foes with meaty yeti fists and leave the brutal yeti hugs to group quests.

### Large Monsters

We made our Frozen Horror fit a 2x2 square space to give you a proper threat for your dungeon. Zargon should inform the heroes that the Frozen Horror can squeeze down those small corridors if they think they can use its mythic proportions to their advantage.



### Monsters with Multiple Attacks (Polar Warbear)

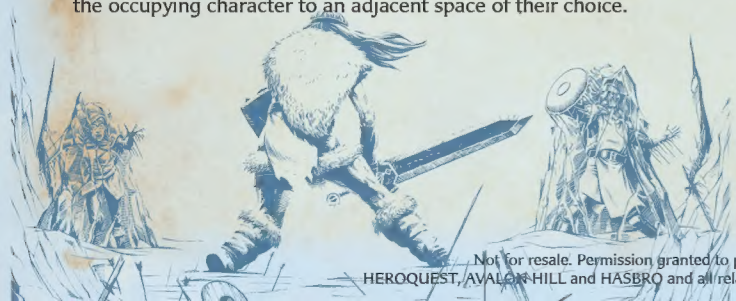
A hero attacked by a monster with multiple attacks gets only 1 defend roll against that monster per turn, no matter how many of the monster's attacks are directed at the hero. (A hero can wait to see the result of the first attack directed at them before deciding if they wish to roll defense against that attack or save their defense roll for a potential second attack.)

### Mind Points

As long as a hero has zero Mind Points, they are in shock. If the hero later regains Mind Points, they are no longer in shock.

### Ice Tunnel

If a hero or monster lands on an ice tunnel space that is occupied, move the occupying character to an adjacent space of their choice.



## Playtest Rules

### Unthreatened Movement

If no monsters are active on the gameboard you may decide to move in an unhurried way. Instead of rolling, you may treat each red die you would have rolled to move as if you had rolled a 4.

### Animal Allies

Animal allies are faithful companions who can be recruited at no cost to accompany a hero on a solo quest, before the quest begins. A hero may also recruit an animal ally to join them on a group quest if there are fewer than four hero characters.

An animal ally is a new type of hero character who is controlled by the player who recruited them. The ally moves and attacks immediately after the turn of that player's hero. A hero can control only one animal ally at a time. An animal can move, attack, and defend as any hero can, but they can take no other actions (such as opening doors).

The ally does not receive any treasure. They cannot use or carry equipment, artifacts, or other items unless it is explicitly stated that those items are intended for them. As an action, any hero can administer one of their potions to an animal ally in an adjacent square as long as neither character is adjacent to a monster.

If a hero dies on a quest, any animal ally recruited by that hero continues the quest, controlled by the fallen hero's player until all non-ally heroes are defeated.

### Ally (Animal) — Wolf

| MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 10       | 3*     | 2      | 5    | 1    |

\*A wolf may attack diagonally.



# HEROQUEST

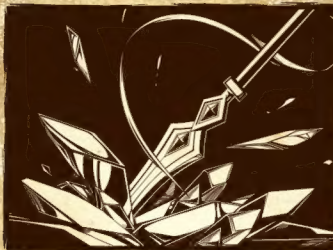
## Raiment of the Frozen Champion

Centuries ago, a hero possessing four powerful artifacts found the fortitude to banish the ancient evil known as the Frozen Horror to an icy tomb. Now, these instruments of power have found their way into Zargon's sorcerous clutches.

Zargon, hide these artifacts with your most deadly minions (inside the HeroQuest Frozen Horror Quest Pack) lest they once again fall into the hands of those who wish to usurp your power!

**These cards can be cut out and added to your HeroQuest Frozen Horror Quest Pack.**

### Ice Queen's Spear



**Weapon**—This bejeweled spear allows you to attack diagonally with the attack strength of 2 combat dice, or 3 if attacking a polar warbear. May not be used by the Wizard.

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### Cold Iron Plate Mail



**Armor**—This magical metal armor gives you 2 extra Defend dice and ice gremlins will not steal from you. However, because it is so heavy, you may only roll 1 red die for movement while wearing it. May be combined with the helmet and/or shield. May not be worn by the Wizard.

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## HEROQUEST

*Wolf is a faithful animal ally. They can be recruited at no cost to accompany a hero on a solo quest, before the quest begins. A hero may also recruit an animal ally to join them on a group quest if there are fewer than four hero characters.*



### Warhorn of Command



A symbol of leadership from a forgotten time, it still holds influence among those who call themselves warriors. If a mercenary controlled by a hero who carries this enchanted warhorn survives a quest, they will rejoin that hero in exchange for gold coins equal to half of their normal fee.

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### Spiked Shield



**Armor**—This shield gives you 1 extra Defend die. A yeti will not grab and hug a hero wielding this bladed artifact. May not be used with the battle axe or the staff. May not be used by the Wizard.

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## Playtest Rules — Animal Allies

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| Attack Dice | Defend Dice | Starting Points |          |
|-------------|-------------|-----------------|----------|
|             |             | Body            | Mind     |
| <b>3*</b>   | <b>2</b>    | <b>5</b>        | <b>1</b> |

Movement..... 10

\*A wolf may attack diagonally

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